

## REMARKS/ARGUMENT

Claim 20 has been amended to clarify it, and an insert has been made on page 4 of the specification.

The claims remain 1 to 20.

Claims 8 and 9 have been rejected on the ground of nonenablement under 35 U.S.C. 112, first paragraph. Claim 20 was rejected as being indefinite under 35 U.S.C. 112, second paragraph. Claims 1-5, 10-13, and 17-19 were rejected under 35 U.S.C. 103(a) as being unpatentable over Deinlein (US Patent No. 6,450,817) in view of Gross (US Patent No. 5,914,661). Claims 6, 7, and 14-16 have been indicated to be allowable in substance.

The specification has been amended on page 4 to make it consistent with claims 8 and 9. No new matter is involved since claims 8 and 9 are original claims. The rejection of these claims under 35 U.S.C. 112, paragraph 1, is no longer applicable.

Claim 20 has been amended to place it clearly in independent form.

The rejection of claims 1-5, 10-13, and 17-19 is respectfully traversed.

First of all the present invention relates to simulating the effect of an exploding projectile fired by a weapon. An example of such a weapon is described in the section "Background of the Invention" in the present application. Roughly speaking, this kind of weapon allows shooting to a certain extent "around the corner." Deinlein is completely silent on such kind of weapons and their simulation. Gross is not at all related to the simulation of a weapon.

Furthermore, even if a person skilled in the art took the teaching of Deinlein and Gross into consideration, he would not be led to the present invention. The passage in Deinlein (column 5, lines 27-37) cited by the Examiner clearly teaches away from the present invention. In particular, Deinlein teaches the person skilled in the art to project the weaponry simulator itself for activating it, which is in sharp contrast to the present invention, wherein not the simulator itself (nor any component of it) is projected, but only a weapon signal is emitted toward a target area.

In addition, neither Deinlein nor Gross discloses a sensor located near the target area (cf. the present claims 1 and 3): Deinlein is completely silent as to such a sensor, whereas Gross clearly teaches away from the present invention. Gross states in column 2, lines 32-33, that

multiple sensors integrated with the soldier's helmet are used, i.e., there must be a visible contact between the weapon and the soldier who is equipped with multiple sensors. This situation is in sharp contrast to the present invention, wherein a sensor is located near the target area, so that there may be a visible contact between the weapon and the sensor, but not necessarily between the weapon and the soldier.

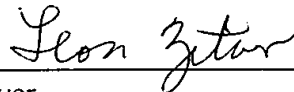
In addition, according to column 4, lines 62-66, Gross teaches the person skilled in the art to use a computer/radio system (CRS) 200 for data processing and generating an alert signal.

However, as is explained in the section "Background of the Invention" of the present application, use of a computer has the disadvantage that there is an unrealistic delay between the firing of a weapon and its effect.

The present invention solves this problem and allows simulation substantially without delay as compared to reality. Nothing is said about this problem in Deinlein or Gross.

Favorable consideration of the application is requested.

Respectfully submitted,



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Leon Zitver  
Registration No. 27,500  
OSTROLENK, FABER, GERB & SOFFEN, LLP  
1180 Avenue of the Americas  
New York, New York 10036-8403  
Telephone (212) 382-0700

**APPENDIX A**  
**"CLEAN" VERSION OF EACH PARAGRAPH/SECTION/CLAIM**  
**37 C.F.R. § 1.121(b)(ii) AND (c)(i)**

**IN THE CLAIMS:**

**In the Specification:**

**Please amend page 4, paragraph 4, as follows.**

A1  
FIGS. 2 and 3 show transceiver unit 5 on a greatly enlarged scale. It comprises essentially three sections. Reflector section 20 is arranged at the top and serves for reflecting an effective portion of the laser signal emitted by the weapon back onto itself, thereby allowing the weapon to locate transceiver unit 5.

**Please amend claim 20 as follows.**

A2  
20. (Amended) An installation for simulating combat action comprising at least one obstacle to visibility of an entire impact area of a projectile, the obstacle having a periphery;  
a device for simulating the effect of exploding projectiles fired by a weapon toward a target area, the device comprising:  
a sensor being located near the target area and adapted for sensing a weapon signal from a weapon;  
a transmitter operatively linked to the sensor such that a weapon signal detected by the sensor and indicating the simulated firing of a projectile with an explosive effect in the target area operates the transmitter to emit an impact signal over the impact area of the simulated projectile;  
said device being located at the periphery of the obstacle positioned for allowing simulation of the effect of a weapon fired projectile exploding at the target location near the device.

**APPENDIX B**  
**VERSION WITH MARKINGS TO SHOW CHANGES MADE**  
**37 C.F.R. § 1.121(b)(iii) AND (c)(ii)**

**In the Specification:**

**Please amend page 4, paragraph 4, as follows.**

FIGS. 2 and 3 show transceiver unit 5 on a greatly enlarged scale. It comprises essentially three sections. Reflector section 20 is arranged at the top and serves for reflecting an effective portion of the laser signal emitted by the weapon back onto itself, thereby allowing the weapon to locate transceiver unit 5.

**IN THE CLAIMS:**

**Please amend claim 20 as follows.**

20. (Amended) An installation for simulating combat action comprising at least one obstacle to visibility of an entire impact area of a projectile, the obstacle having a periphery;

a device for simulating the effect of exploding projectiles fired by a weapon toward a target area, the device comprising:

a sensor being located near the target area and adapted for sensing a weapon signal from a weapon;

a transmitter operatively linked to the sensor such that a weapon signal detected by the sensor and indicating the simulated firing of a projectile with an explosive effect in the target area operates the transmitter to emit an impact signal over the impact area of the simulated projectile;

[a device according to claim 3] said device being located at the periphery of the obstacle positioned for allowing simulation of the effect of a weapon fired projectile exploding at the target location near the device.